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CERTIFICATE

This certificate is issued in support of an application for Patent registration in a country outside New Zealand pursuant to the Patents Act 1953 and the Regulations thereunder.

I hereby certify that annexed is a true copy of the Provisional Specification as filed on 9 December 2003 with an application for Letters Patent number 530032 made by Adrian Blair Gardiner.

Dated 11 January 2005.



Neville Harris
Commissioner of Patents, Trade Marks and Designs



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PATENTS FORM NO. 4

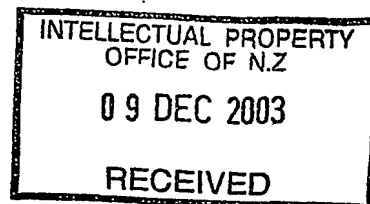
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James & Wells ref: 31405/29

PATENTS ACT 1953
PROVISIONAL SPECIFICATION

A GAME

I, Adrian Blair Gardiner, a New Zealand citizen of 527 Welcome Bay Road, RD3, Welcome Bay, Tauranga, New Zealand, do hereby declare this invention to be described in the following statement:



A GAME

TECHNICAL FIELD

The invention relates to a game. In particular, a combat game and associated playing area or board in which teams of players or game pieces combat one another using hand-to-hand weapons in order to achieve an objective.

BACKGROUND ART

For ease of reference only the present invention will now be described in relation to sword sports. However, this should not be seen as limiting as the principle of the present invention may also have application to other hand-to-hand weapons.

10 In combat sports that utilise hand held weapons such as fencing as well as older historical derivatives such as rapier duelling, combat takes the form of an individual game where players fence one another in one on one bouts or duels.

One derivation that has occurred in modern fencing to incorporate a team competition is that where teams of three or four fencers compete against one another whereby each team member fences the other team member in sequence.

15 The winning team is the team with the highest aggregate score or highest number of victories. This approach is however not a true team event as fencers still compete against one another on an individual basis i.e. there is never a situation where one fencer competes against two or more fencers at any one time.

20 In eastern sword traditions such as the art of the samurai and the modern equivalent of kendo, the focus is also on the individual. Like modern fencing, bouts or combat are generally completed one on one rather than as a unit or team.

Contrary to the above, in battles of old, massed groups of fighters would battle as a unit. Unit combat presents many alternative tactics and as shown by history, a

well coordinated unit could overcome a larger opposition through coordinated unit combat rather than as individuals combating other individuals. As modern hand-to-hand combat sports are largely directed towards one on one combat, they do not offer the same degree of unit interaction as that which might have occurred in historical battles.

One attempt that appears to try and address the use of unit combat in sword battles is termed 'melee' and described on the internet¹. The site appears to describe a game where units of fencers and a controlling player fence another unit with a controlling player. The end goal is to 'hit out' the opposing unit.

The melee game offers no restriction in movement or any end goal apart from hitting out the opposing unit altogether in order to win. Due to the unrestricted nature of movement, it is easy for more experienced players to win against less experienced players who are less aware of the tactics that may be employed. Also, with only a very simple and single end goal i.e. to hit out the other unit, tactics are more limited than what might otherwise be the case, for example in historical battles where armies would win by capturing land, capturing key strategic items, killing of an opposing leader or group etc. Simply killing off an enemy for the sake of killing was seldom the objective in itself. As a result, whilst melee addresses some issues of unit combat, there are aspects where melee lacks elements of usefulness or spectator or player interest.

A further team combat sport, but one that does not use hand-to-hand combat is that termed 'The Ultimate Game'. In this game, teams of combatants aim to obtain a particular objective, typically an opposing team flag. Combatants use guns armed with paint balls and can attack one another with the guns. The game area

¹ www.geocities.com/sword_and_mug/SWORD/fencingmelee.htm

has a set perimeter however combatants are free to move within this area as they wish. The old style battle tactics of history are not able to be recreated in this game however - the weapon is a gun which has a longer range than a physical weapon such as a sword and thus the tactics employed in hand-to-hand unit
5 fighting cannot be generally implemented. In fact, attacking as a close formation unit in The Ultimate Game is a poor tactic as it is then made easy for an opposing team or individual in the team to shoot the entire unit in quick succession.

It is an object of the present invention to address the foregoing problems or at least to provide the public with a useful choice.

10 All references, including any patents or patent applications cited in this specification are hereby incorporated by reference. No admission is made that any reference constitutes prior art. The discussion of the references states what their authors assert, and the applicants reserve the right to challenge the accuracy and pertinency of the cited documents. It will be clearly understood that, although
15 a number of prior art publications are referred to herein, this reference does not constitute an admission that any of these documents form part of the common general knowledge in the art, in New Zealand or in any other country.

It is acknowledged that the term 'comprise' may, under varying jurisdictions, be attributed with either an exclusive or an inclusive meaning. For the purpose of this
20 specification, and unless otherwise noted, the term 'comprise' shall have an inclusive meaning - i.e. that it will be taken to mean an inclusion of not only the listed components it directly references, but also other non-specified components or elements. This rationale will also be used when the term 'comprised' or 'comprising' is used in relation to one or more steps in a method or process.

25 Further aspects and advantages of the present invention will become apparent from the ensuing description which is given by way of example only.

DISCLOSURE OF INVENTION

For the purposes of this specification the term 'combat' is used to refer to any type of combat action against another player such as fencing, sparing, hitting etc.

- 5 For the purposes of this specification the term 'hand-to-hand' refers to the range of attack offered by the weapon. For example, for swords, the range for hand-to-hand combat is the distance that it takes for one person to hit another person or target with their sword. It should be appreciated that the actual physical distance will vary depending on the arm length, body position, weapon length etc.
- 10 According to one aspect of the present invention there is provided a method of playing a team combat sport wherein:

at least two teams of players combat one another using at least one hand-to-hand weapon; and,

- characterised in that each team combats one another in order to achieve
15 an objective.

Preferably, the weapon used by the players may include hand to hand combat weapons which in use may perform either a substantially thrusting, cutting or crushing action or complete a combination of these actions. More preferably, the weapon may be selected from : a shinai, a split bamboo shinai, a bokken, a stick,
20 a kendo stick, a foil, an epee, a sabre, a rapier, an axe, a staff, a mace, nun chukkas, or any other similar hand to hand weapon.

Most preferably, the weapon used by all players is a split bamboo shinai. This weapon is preferred as it is very light and injury is unlikely when struck by a weapon of this nature.

It is envisaged by the applicant that weapons would be examined regularly or at least after each engagement and replaced if damaged.

Further, it is also possible that other hybrid weapons may also be used made from synthetic compounds and/or other materials so that quality and safety issues are
5 addressed as well as ease of use by the players.

For ease of reference only, it should be understood that the term weapon where used within this specification refers to a hand-to-hand combat weapon unless context clearly denotes otherwise.

In general, the teams may include at least three players. Preferably, the teams
10 may comprise at least six players.

In preferred embodiments, each team of player is broken into at least one forward player, at least one back player and at least one key player. Most preferably, each team has three forwards, two backs and one key player. It should be appreciated by those skilled in the art that a wide variety of player numbers and arrangements
15 may be used in accordance with the method and that teams need not have the same number of players.

For the purposes of the specification the term 'hit out' is used to refer to a hit or series of hits from another player on a valid target area that results in the player being expelled from the game or temporarily removed from participation in the
20 game. Preferably, when a player receives the prerequisite hit by the weapon they are 'hit out' and may not participate further.

Preferably, the target area may be selected from the group including: the whole body; the head; the torso; the upper body; the arms; the legs; the lower body; the groin; the back; at least one shoulder; a pressure pad or pads; and combinations
25 thereof. However, this should not be seen as limiting as other target areas are

contemplated.

In a preferred embodiment, the movement of each player is defined by their position.

5 Preferably, forwards may initially move only within a restricted area. Most preferably the restricted area of movement for a forward is approximately 10 metres long and 1 metre wide. If a forward steps out of their restricted area before they hit out their opponent, then they are hit out themselves. Once a forward hits out their opponent, they can then move out of the restricted area to assist other team members.

10 Preferably, backs may move any where within the game area however they must start at a fixed point located within the game area. Preferably, the key player, if present, also has no restriction of movement within the area. In one further embodiment, the backs and key player move together as a unit unless both backs are hit out in which case the key player may move independently.

15 In preferred embodiments, an automatic hit out also occurs on any player if that player steps outside of the overall game area at any point of the game.

In preferred embodiments, players combat one another in order to achieve the end goal.

A team may achieve their objective through combat which may selectively seek to
20 'hit out' one or more player's from an opposing team.

In preferred embodiments, each team may include a key player and the objective may be for the opposing team to hit out the opposing teams key player. It should be appreciated by those skilled in the art however that many objectives may be undertaken such as capture of a particular item, hitting out all of an opposing team,
25 capture of more than one key player and so on.

In preferred embodiments, the key player holds a team flag and in order for the opposing team to achieve their goal they must obtain the flag from the key player. Most preferably this is achieved by hitting out the key player. Most preferably, the key player carries the flag or has the flag attached to their back.

5 For the purposes of further discussion the term flag bearer will be used instead of key player however this should not be seen as limiting. It should be appreciated by those skilled in the art that the examples and preferences described for a flag bearer may also be applied to any key player and/or any other object that the key player may or may not be carrying.

10 It is also envisaged that players will wear protective clothing. This includes padded attire that protects the thigh/knee, shoulder and neck, chest, back and front of groin. It also includes head protection in the form of a helmet. Most preferably, the helmet is envisaged as being made from a light plastic with a releaseably attachable clear plastic or steel mesh face guard and flexible neck protector
15 (similar to a Samurai type helmet).

Most preferably, in order to keep track of hits received, pressure pads are used which are located on or approximate to key target areas on the player such as the head, shoulders and chest. Preferably, when the pressure pad is struck with a weapon, the pressure pad compresses or otherwise registers a hit and the player
20 is then hit out.

In preferred embodiments, when a pressure point is hit, a visual and/or audio cue occurs such as lights on the player flashing or an associated scoring machine acknowledging the hit. Alternatively, hits may be judged visually.

Where a player is hit by a fellow team member or hits themselves or otherwise
25 causes a hit out to occur on themselves, for example falling a depressing a pressure pad, that player is then hit out in a similar manner to an own goal in

soccer.

In preferred embodiments, once the player is hit out, they must leave the play area. In alternative embodiments, the hit out play remains idle on the game area or may be able to come back into the game after a predetermined period of time.

- 5 Where a hit has been scored incorrectly or unfairly, for example through an illegal move such as a player being hit by a player already hit out, the pressure pad may be re-set and play continues.

- Preferably, the combat as a whole or in part may be judged. In this embodiment, it is envisaged that player's movements, hits, target area and other game relevant
10 areas are judged by at least one umpire.

For the purposes of this specification, the term umpire is used however this should not be seen as limiting. It will be appreciated by those skilled in the art that other types of terms may be used such as referee, judge and official.

- Due to the potential complex nature of the action, umpires may be responsible for
15 different areas of play, with one envisaged arrangement including a central umpire and key player umpires assigned to each key player.

A central umpire may oversee the initial play by the forwards along the restricted movement areas and any breakaway play not directly connected with a key player.

- Other umpires (one for each key player) may be responsible for combat around
20 each key player.

In preferred embodiments, one umpire becomes senior to the other when both key players are caught up in the same action.

Preferably, umpires would not be present on court, but run the side lines of the game area. Preferably, umpires would be distinguishable from players by a

distinctive uniform.

Key functions envisaged by the applicant for the umpires include indicating start of play, indicating fouls, unfair play and generally controlling the direction of the combat. In one embodiment envisaged by the applicant, control may be enhanced
5 by use of an umpires sword or similar game related device by cutting, pointing or sweeping movements. Preferably, if used, the umpire swords would also incorporate a remote control function where a button could be pushed, while pointing at a specific player to hit out a player in order to expel them from the court. Alternatively, the umpire may use the sword to strike the offending player to
10 initiate a hit out.

In a preferred embodiment, multiple rounds are played whereby the process of winning an opposing team's flag by hitting out their flag bearer is termed one engagement and a match may consist of two or more engagements. Preferably, after each engagement, the players rotate one position so that all players combat
15 in each position on the team.

In preferred embodiments, teams may have a captain to direct play and decide tactics and strategy before and during each engagement.

It should be appreciated by a person skilled in the art that, although a superior number of players against an inferior number should be an advantage, the breadth
20 of a sword swing, different types of weapons used by the teams, and/or opposing team tactics may make it difficult to strike an opposing player without hitting fellow team members.

In preferred embodiments the game is scored. A variety of combat endings scoring methods are envisaged including:

- 25 ○ The team that wins an opposing teams flag wins the game;

o The team that wins the highest number engagements is the winner, where each flag win is termed an engagement;

o The team that wins the highest number of engagements after a set period of time (for example, 40 – 60 minutes) where as many engagements as fit into
5 that time period are completed.

o A draw may be resolved by completing one further engagement or by an individual bout between a player from each team.

In a further alternative embodiment, if a player drops their weapon or has it knocked from their grasp, it is up to them to retrieve it without being 'hit out'. A
10 weapon that is damaged beyond use results in that player leaving the game area.

According to another aspect of the present invention there is provided a game area for playing a game wherein the area includes:

a perimeter area;

at least two transverse lanes located centrally within the perimeter;

15 a plurality of markings behind the centrally located lane or lanes.

Preferably, the perimeter area encompasses an area approximately the size of a standard basketball court.

Preferably, the number of lanes equal the number of forward positions players.

Most preferably three lanes are marked out for a total of six players to combat on
20 being three forward players on each team. Most preferably, each lane is approximately 10 metres long by 1 metre wide and there is a separation of at least 1 metre between lanes.

Preferably, the markings located centrally behind the lane or lanes are points at

which each back and flag bearer must start from at the beginning of each engagement.

According to another aspect of the present invention there is provided a method of playing a team combat game wherein:

- 5 at least two players respectively control the movements of at least two teams of game pieces, wherein each game piece possesses at least one hand-to-hand weapon; and,

characterised in that each player combats one another using the game pieces in their team in order to achieve an objective.

- 10 It is envisaged that the game substantially as described above may be a board game or a suitably programmed computer game.

It will be appreciated that the game pieces described above are substantially equivalent to the players, objectives, weapons and scoring of the real player game although altered to fit a board game or computer based game concept.

- 15 For the purposes of the specification the term 'strike or struck' is used to refer to a hit or series of hits from another player's game piece or pieces on a player's game piece that results in the player being expelled from the game or temporarily removed from participation. Preferably, when a player's game piece or pieces are struck they are removed from the board and may not participate further.

- 20 In preferred embodiments, when a game piece is struck, a visual and/or audio cue occurs such as lights on the board flashing or an associated scoring machine acknowledging the hit. Alternatively, a strike is judged randomly such as by use of a random number generator such as a die or dice.

In one embodiment, using a random number generator for determining the

success of a strike, if a particular number is generated, that may equate to a fumble equivalent to the real player game, for example where a player is hit by a fellow team member or hits themselves. In this instance, the game piece is removed from the board.

- 5 In preferred embodiments, once the game piece is struck, it must be removed from the board. In alternative embodiments, the struck piece remains idle on the board or may be able to come back into the game after a predetermined period of time.

In preferred embodiments, each player has one key game piece and the objective may be for the opposing player, by using their game pieces, strike the opposing
10 team's key game piece. It should be appreciated by those skilled in the art however that many objectives may be undertaken such as capture of a particular item on the board, striking out of all of an opposing player's game pieces, capture of more than one key game piece and so on.

In preferred embodiments, each player's game pieces are broken into at least one
15 forward piece, at least one back piece and at least one key game piece. Most preferably, each player has three forward game pieces, two back game pieces and one key game piece. It should be appreciated by those skilled in the art that a wide variety of piece numbers and arrangements may be used in accordance with the method and that player's need not have the same number of game pieces.

- 20 In a preferred embodiment, the movement of each piece is defined by it's position.

Preferably, forward position game pieces may initially move only within a restricted area. Most preferably the restricted area of movement for a forward piece is approximately 10 metres long and 1 metre wide. Once a forward piece strikes out their opposing forward game piece, they can then be moved out of the restricted
25 area to assist other player's game pieces.

Preferably, back position pieces may be moved any where within the game area however they must start at a fixed point located within the game area. Preferably, the key game piece, if present, also has no restriction of movement within the area. In one further embodiment, the back pieces and key game piece may only
5 be moved together as a unit unless both back game pieces are struck out in which case the key game piece may be moved independently.

In preferred embodiments, player's combat one another using their pieces and a random generation method in order to achieve the end goal. In one embodiment, look up tables are also used to determine the success of an attack.

10 In one embodiment, the game may be judged. In this embodiment, it is envisaged that piece movements and other game relevant areas are judged on by at least one umpire.

Key functions envisaged by the applicant for the umpires include indicating start of play, indicating unfair play and generally controlling the direction of the game.

15 Preferably, the game piece is a warrior miniature. In preferred embodiments, the key game piece is distinguishable from other pieces.

In preferred embodiments, the key game piece holds a player's flag and in order for the opposing player to achieve their goal they must obtain the flag from the key game piece. Most preferably this is achieved by striking out the key game piece.

20 For the purposes of further discussion the term flag bearer game piece will be used instead of key game piece however this should not be seen as limiting. It should be appreciated by those skilled in the art that the examples and preferences described for a flag bearer game piece may also be applied to any key game piece and/or any other object that the key game piece may or may not
25 incorporate.

In a preferred embodiment, multiple rounds are played whereby the process of winning an opposing players flag by striking out their flag bearer game piece is termed one engagement and a match may consist of two or more engagements.

5 It should be appreciated by a person skilled in the art that, although a superior number of game pieces against an inferior number should be an advantage, the random generation nature of the combat between pieces and/or opposing player's tactics may make it difficult to strike an opposing player's pieces.

In preferred embodiments the game is scored. A variety of scoring methods are envisaged including:

- 10 ○ The player that wins an opposing teams flag wins the game;
- The player that wins the highest number engagements is the winner, where each flag win is termed an engagement;
- The player that wins the highest number of engagements after a set period of time (for example, 40 – 60 minutes) where as many engagements as fit into
15 that time period are completed.
- A draw may be resolved by completing one further engagement or by an individual bout between a game piece from each team.

According to another aspect of the present invention there is provided a game arena for playing a combat game wherein the arena includes:

- 20 a perimeter area;
- at least two transverse lanes located centrally within the perimeter;
- a plurality of markings behind the centrally located lane or lanes.

Preferably, the perimeter area encompasses an area approximately the size of a

standard chess board.

Preferably, the number of lanes equal the number of forward position game pieces. Most preferably three lanes are marked out for a total of six game pieces to combat on, being three forward game pieces for each player.

- 5 Preferably, the markings located centrally behind the lane or lanes are points at which each back and flag bearer piece must start from at the beginning of each engagement.

It should be appreciated from the above discussion that there is provided a game for either individual players to participate in as a team or players to play as a board
10 game or computer game. The game allows players to recreate hand to hand combat situations where the combat may include more than one on one combat. The game is simple to understand but can incorporate many of the tactics employed in group combat thus increasing the complexity of interplay between teams or players.

15

BRIEF DESCRIPTION OF DRAWINGS

Further aspects of the present invention will become apparent from the following description which is given by way of example only and with reference to the accompanying drawings in which:

- 20 Figure 1 shows a picture of a traditional flag bearing Samurai warrior; and,
Figure 2 shows one preferred embodiment of a board game of the present invention; and,
Figure 3 shows a team of players or game pieces in a preferred embodiment of the present invention; and,

Figure 4 shows a combat situation under a preferred embodiment of the present invention; and,

Figure 5 shows a further combat situation under a preferred embodiment of the present invention.

5

BEST MODES FOR CARRYING OUT THE INVENTION

For the purposes of the ensuing description a preferred embodiment will be described with reference to a flag bearer and the weapon of each player being a Shinai sword where the game is played in the team of player's scenario. It should
10 be appreciated that the flag bearer is one option for an objective and that other objectives may also be possible within the framework of the rules as described.

Further, for ease of description, the game will be described with reference to an embodiment where individual players combat one another in teams. This should not be seen as limiting as it should be appreciated that a board game or computer
15 version is also possible using the same concepts as the team player scenario.

Rules & Game Objectives

Referring to Figures 2, 3 and 5, the game is played by two teams of six players each generally indicated by arrow 1.

Each team may have a captain (not shown) to direct play and decide tactics and
20 strategy before and during each engagement.

The game may be played within a defined area 2 and it should be appreciated by those skilled in the art that the area can be either indoors or outdoors.

The area is marked with three centre lanes 3 which, in a real player scenario are approximately 10 metres long by 1 metre wide and are spaced apart by at least 1 metre. Forward position players 5 start at their team end of these lanes 3.

5 The area also has three rear starting positions 4 for the defenders 6 and flag bearer 7.

The Flag Bearer

The objective of the game is to capture the opposing team's flag (not shown) while preventing your own flag 11 from being captured. This is based in part on Samurai combat where Samurai often carried flags, see for example Figure 1.

10 The flag 11 is worn on the back of a flag bearer player 7 and 8 from each team. To win the flag 11, the flag bearer 7 or 8 must be defeated or expelled from the game.

Although the final objective is to defeat or expel the oppositions flag bearer 7 or 8, while at the same time preventing their own flag being lost, it is mainly achieved by expelling or defeating as many other players of the opposition team as possible.

15 'Hitting out' or 'striking out' a Player

To expel or defeat a player from the court a target area of their armour must be successfully struck with a sword. Target points are preferably pressure pads (not shown) located on the shoulder pads, helmet and centre of breast plate on each player.

20 It is envisaged that the pressure pads will register a hit when struck and then signal the hit player using a visual or an audio cue to the players, umpire(s) and spectators that the player has been hit out.

Correspondingly, other signals or displays may also activate such as a player marker on a score board light up or extinguish so that it is obvious to spectators and officials which player has been defeated and/or expelled.

5 Once a player has been hit they must immediately disengage the action and leave the game area. If a player is hit by an accidental strike from a player that has already been disqualified, they are allowed to reset their pads if necessary and continue to play.

10 If a player fouls another illegally (such as by an illegal body contact such as a shoulder barge) the player may be disqualified from that engagement of the match as a whole. Determining if the play is a foul or unfair is likely to be a decision of an umpire or umpires (not shown).

If the foul or infringement has caused the position of the opposition's flag bearer (7 or 8) to be compromised in any way, then the umpires can replay the engagement or award the flag to the fouled team.

15 **Player Positions and Initial Engagement**

At the start of each engagement, the two teams face each other as shown in Figure 2 where: three forward position players 5 are located at one end of the central lanes 3, two back position players 6 are located on or adjacent to the rear markers 4, and one flag bearer 7 is located on or adjacent to a rear marker 4.

20 At the conclusion of each engagement, players from each team may rotate positions within the team so that players have to play different positions on the team.

The Forwards

The three forward position players 5 face their opposing forward position players 9

along a lane 3 on the area or board 2.

A signal is given to start or engage for example from an umpire (not shown) and each forward 5 advances on their opposition forward player 10.

Forward position players 5 or 10 cannot leave their lane 3 or engage anyone other
5 than their opposition 5 or 10 during initial stages.

Once the forward position player 5 or 10 has defeated their initial opposition 5 or 10, they may then leave their lane and assist other players on the game area or board 2, who in turn can defend themselves from multiple attackers, and of forward position players 5 or 10, cannot leave their own lane until their opposite 5
10 or 10 is defeated.

If a forward position player 5 or 10 steps outside of their lane before defeating their opposition 5 or 10, they are defeated or expelled from the engagement; therefore a forward position player 5 or 10 can be defeated by being hit, or being forced outside their lane 3.

15 **The Defenders and Flag Bearer**

The back position players 6 and flag bearer 7 can move freely to engage the opposition back position players 9 and/or flag bearer 8, or can take up a defensive posture so as not to risk the flag 11.

The back position players 6 or 9 and flag bearers 7 or 8 cannot however attack any
20 forward position players 5 or 10 until that forward player 5 or 10 is free to leave their lane 3 and likewise, forward position players 5 or 10 cannot attack back players 6 or 9 or the flag bearer 7 or 8 until they have defeated their opposing forward player 5 or 10.

Swords

The preferred swords used are the split bamboo "Shinai" (not shown), which is light and has little risk of injury when struck and is used in the martial art of Kendo.

Weapons are regularly examined or at least checked after each engagement and
5 replaced if damaged.

It is probable that as the game develops alternative swords may also be developed such as synthetic compound swords, as long as quality and safety issues are not compromised.

Umpires

10 Due to the potentially complex nature of the action, it is envisaged that umpires will be responsible for different areas of play.

A central umpire will oversee the initial play by the forward position players 5 or 10 and any breakaway play not directly connected with a flag bearer 7 or 8.

Two other umpires will be responsible for play around each flag bearer 7 or 8.

15 One umpire becomes senior to the other when both flag bearers 7 and 8 are caught up in the same action. This situation of seniority change is similar to American Football where umpires change in seniority in multiple tackling situations.

Umpires would not be present on court, but run the side lines of the game area 2. They would be distinguishable from the players by a distinctive uniform, probably
20 striped, or very similar to Baseball umpires.

They may carry a short type of sword which may be used for indicating start of play, players, or general direction of play, by cutting, pointing or sweeping movements. These swords would also incorporate a remote control function where

a button could be pushed, while pointing at a specific player to expel them from the game area.

Alternatively, the umpire may use the sword to strike the players target point on their armour to remove them from the game area.

5 Scoring

A point is scored when a flag 11 is won. This means that a player hits their opposition's flag bearer 7 or 8, and is awarded the flag 11. At this stage the winner may be declared as the team that won their opposing teams flag 11.

Alternatively, play continues with at least one further engagement and the winning team is the team with the highest number of flag wins after multiple engagements. It is envisaged that the number of engagements will be six i.e. the number of engagements is the same as the number of players and thus each player plays in each possible position in the game.

In a further alternative, play continues for a set period of time (eg. 40 – 60 minutes) with as many engagements as fit into that time period, with the winner being the team with the highest number of flag wins.

Where a draw occurs for example after a pre-determined number of engagements or after the set time period, a winner may be determined by completing one further engagement or by an individual bout between a player from each team. Where an individual bout is completed, a centre lane 3 is used with each player starting at distal ends of the lane and advancing on each other as rapidly or cautiously as they desire.

Own Goals

Although a superior number of players against an inferior number should be an advantage, the breadth of a sword swing may make it difficult to strike without hitting own team members.

- 5 A hit on a team member from the same team is like an own goal, it counts and the player hit is defeated or expelled from the engagement or match.

If a player drops their sword or has it knocked from their grasp, it is up to that player to retrieve it without being hit.

- 10 A weapon that is shattered beyond use results in that player leaving the court for the engagement or match.

- From the above examples, it should be appreciated that the game provides a fast action team hand to hand combat game. It should also be appreciated that the game is easily adaptable to a board game whereby, for example two players play one another along similar lines to the real player scenario but instead of individual
15 players, the board game players control game pieces in order to combat one another.

Aspects of the present invention have been described by way of example only and it should be appreciated that modifications and additions may be made thereto without departing from the scope thereof.

Adrian Blair Gardiner
by his Attorneys

JAMES & WELLS

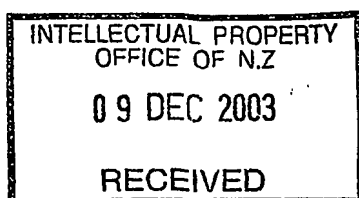
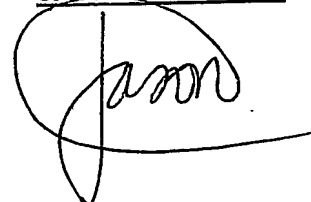


FIGURE 1

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FIGURE 2

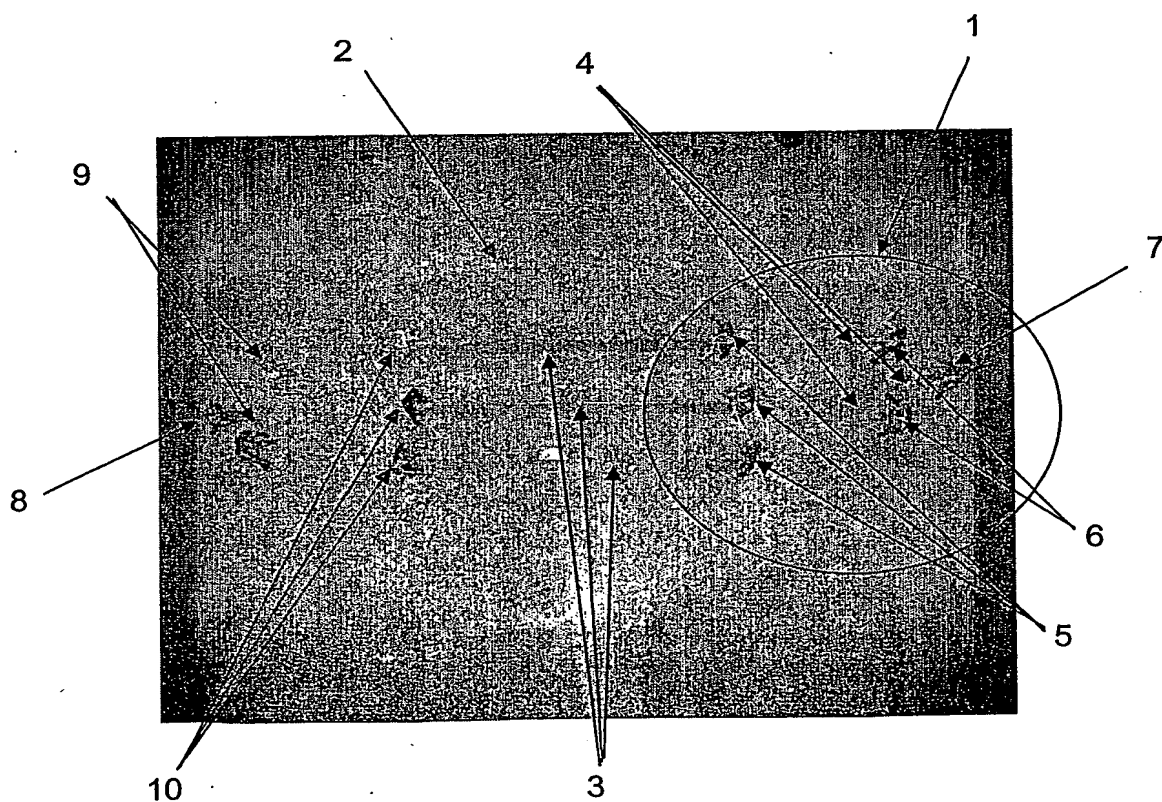


FIGURE 3

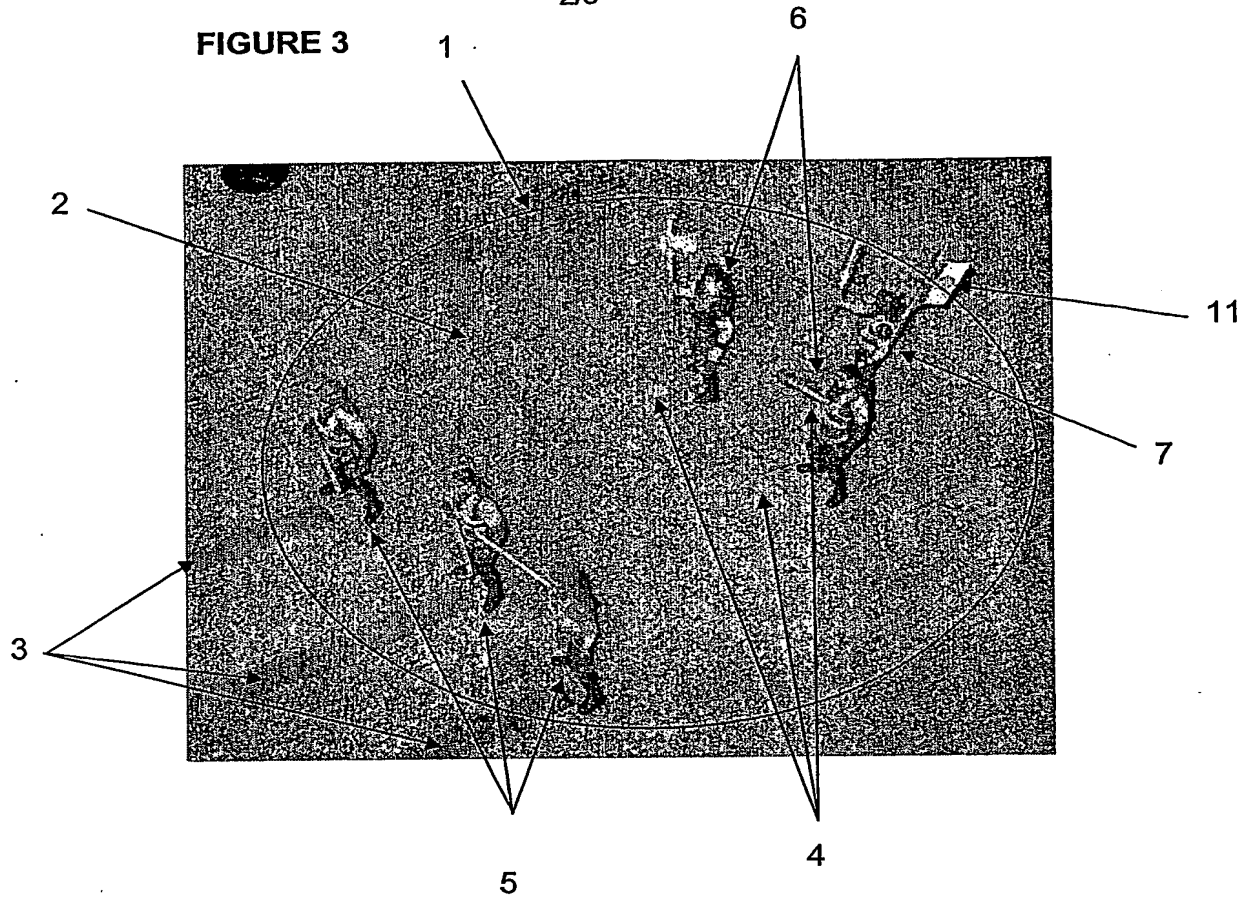


FIGURE 4

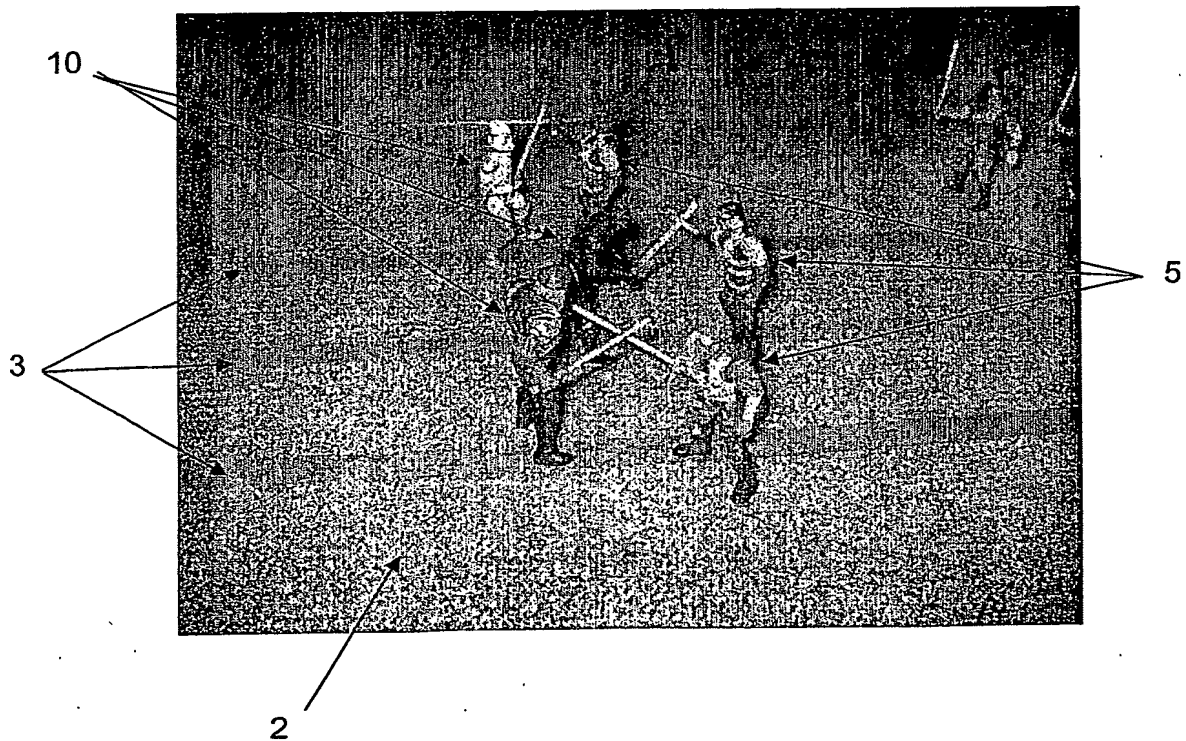
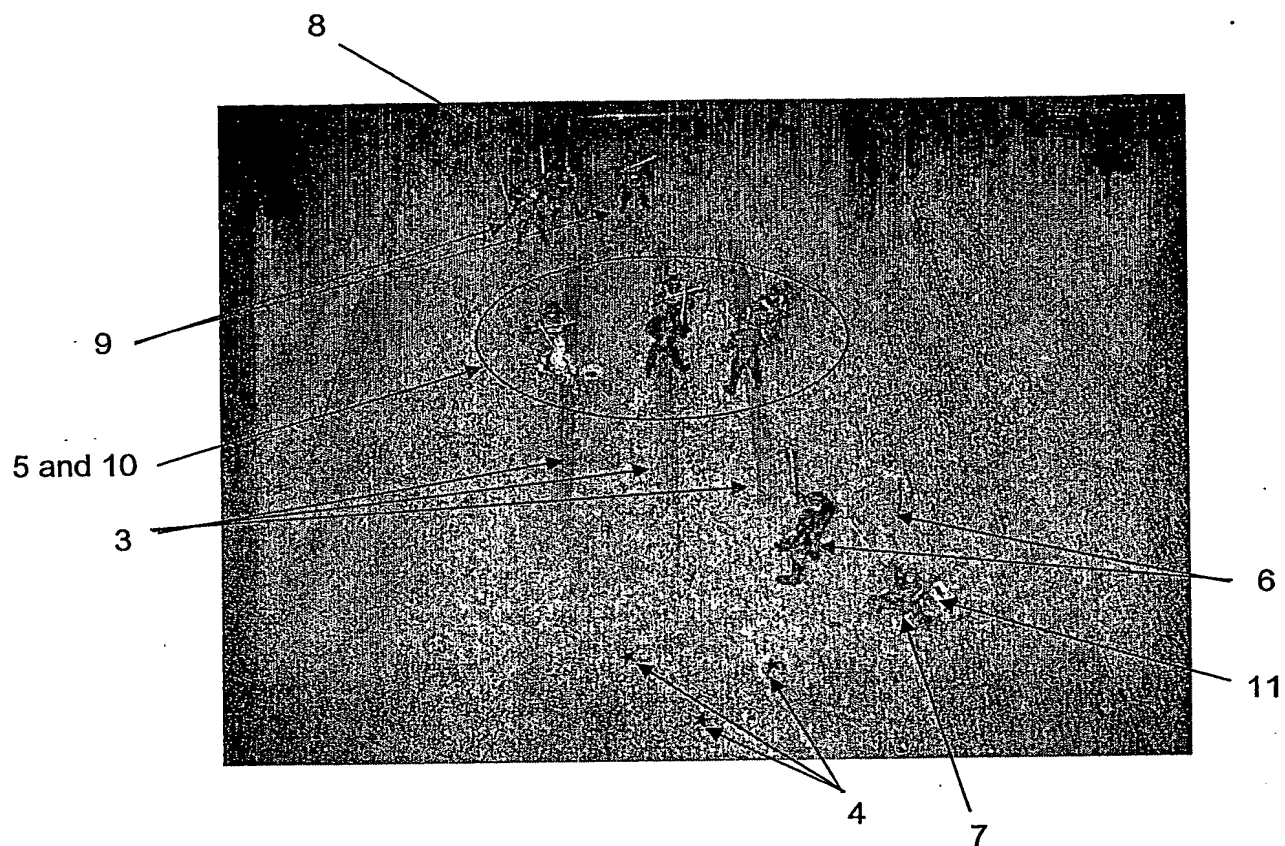


FIGURE 5



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